

ABSTRACT OF THE DISCLOSURE

An electronically-scored game comprises an electronic controller and at least one sensor operatively connected with the controller, the at least one sensor adapted to detect at least one activity associated with the game and to generate a signal. A memory stores information
5 corresponding to a plurality of audible recordings, the memory operatively connected with the controller. A sound generator is operatively connected with the controller. A speaker is operatively connected with the sound generator. Upon detection of the at least one activity associated with the game, the signal from the sensor activates the controller to cause at least one of the plurality of audible recordings to be selected and played by the sound generator through
10 the speaker.